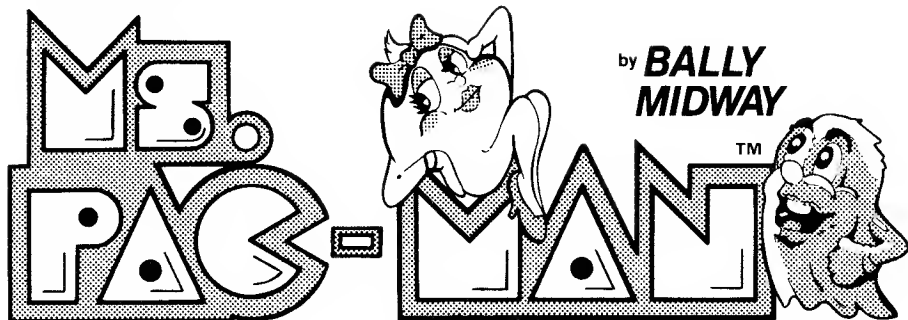


COLECO

Guide No. 91758

The Official



Plays and sounds like the MS. PAC-MAN™ arcade game!

INSTRUCTIONS AND GAME RULES

- Arcade-style joystick controls
- Multi-color display
- Two challenging skill levels
- Remembers best score earned in one-player Ms. Pac-Man™

Model No. 2395

AGES 8 TO ADULT

Requires 4 "C" cell alkaline batteries or Coleco's # 2298 Perma Power™ Battery Eliminator/AC Adapter (neither included). Perma Power™ is a trademark of Perma-Power Electronics, Inc.

COLECO

MANUFACTURED FOR COLECO INDUSTRIES, INC.,
AMSTERDAM, NEW YORK 12010

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GAME DESCRIPTIONS

MS. PAC-MAN™ (1 Player)

There's never a dull moment for Ms. Pac-Man™. She dashes through an intricate maze, eating dots for points. But she's surrounded by hungry monsters! Help her escape them! And remember — by eating a Power Capsule, Ms. Pac-Man™ acquires a few seconds of energy that allow her to turn the tables and eliminate the terrible monsters. If you're quick and clever, Ms. Pac-Man™ can eat the bonus blinking fruit to earn extra points!

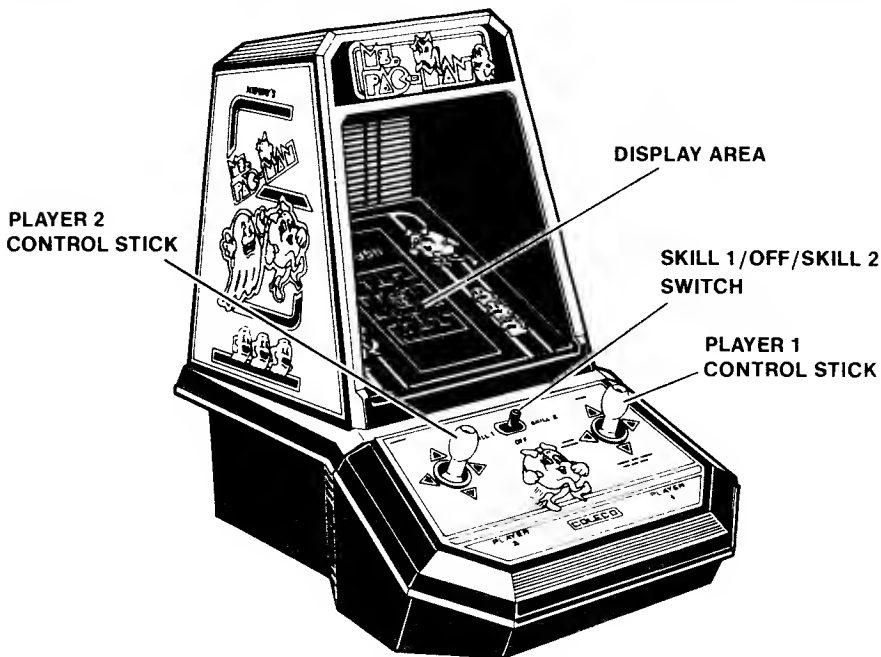
If you clear the maze of all dots, you move on to different mazes for more fun and faster action.

MS. PAC-MAN™ remembers the best score earned in the one-player game since you turned the power on. Get ready for an a-mazing game!

Head-to-Head™ MS. PAC-MAN™ (2 Players)

This game has the same fast-action fun as the regular MS. PAC-MAN™. But in this two-player version, you compete against a friend! The computer keeps track of the *difference* between your scores. How good are you in tough competition?

GAME CONTROLS AND FEATURES

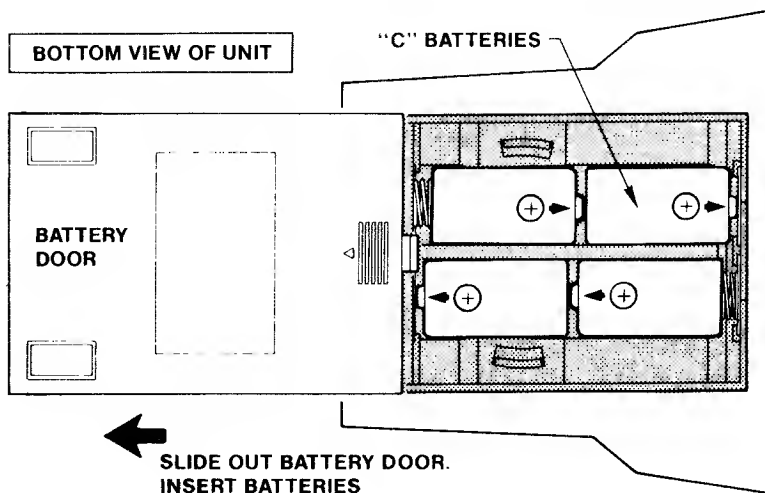


GETTING READY TO PLAY

INSERT GAME BATTERIES

IMPORTANT

MS. PAC-MAN™ requires four "C" cell alkaline batteries or COLECO'S PERMA POWER™ BATTERY ELIMINATOR/AC ADAPTER (neither included).



STOP BUYING BATTERIES

COLECO'S PERMA POWER™ BATTERY ELIMINATOR/AC ADAPTOR # 2298 will operate your COLECO games, plus many other manufacturers' products. See your local dealer for details.

To insert batteries, slide out battery door and insert 4 "C" cell **alkaline** batteries in the order and direction shown. Replace battery door.

NOTE: Game will not operate properly if batteries are weak. Any erratic display or play action may be a symptom of weak batteries. Replace with fresh alkaline batteries.

MS. PAC-MAN™ DEMONSTRATION

If you would like to see a demonstration of MS. PAC-MAN™ before you play, move the Skill 1/Off/Skill 2 switch to either Skill 1 or Skill 2. Then push the right Control Stick up to "Demo."

Watch closely and you'll be ready to play an actual game!

HERE'S HOW TO PLAY

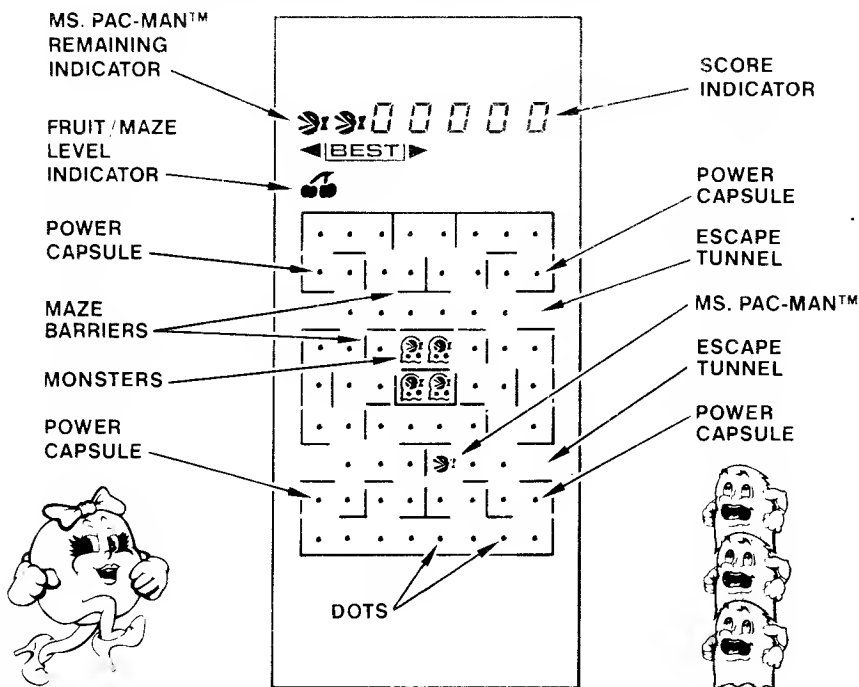
MS. PAC-MAN™ (1 Player)

STEP-BY-STEP INSTRUCTIONS

STEP 1: Beginning to play.

Turn the game on by moving the Skill 1 Off Skill 2 Switch to either Skill 1 or Skill 2. Skill 1 is the easier game. Next, press the right hand control stick (for Player 1) to the left to start regular MS. PAC-MAN™

DISPLAY FOR MS. PAC-MAN™



STEP 2: Ms. Pac-Man™ is very hungry!

Push the Control Stick up, down, right or left to make Ms. Pac-Man™ move in that direction. Guide her through the maze, trying to eat all the dots to earn points.

STEP 3: Danger!

Watch out for the pursuing monsters. If a monster catches Ms. Pac-Man™, she is eliminated.

STEP 4: Is there any escape?

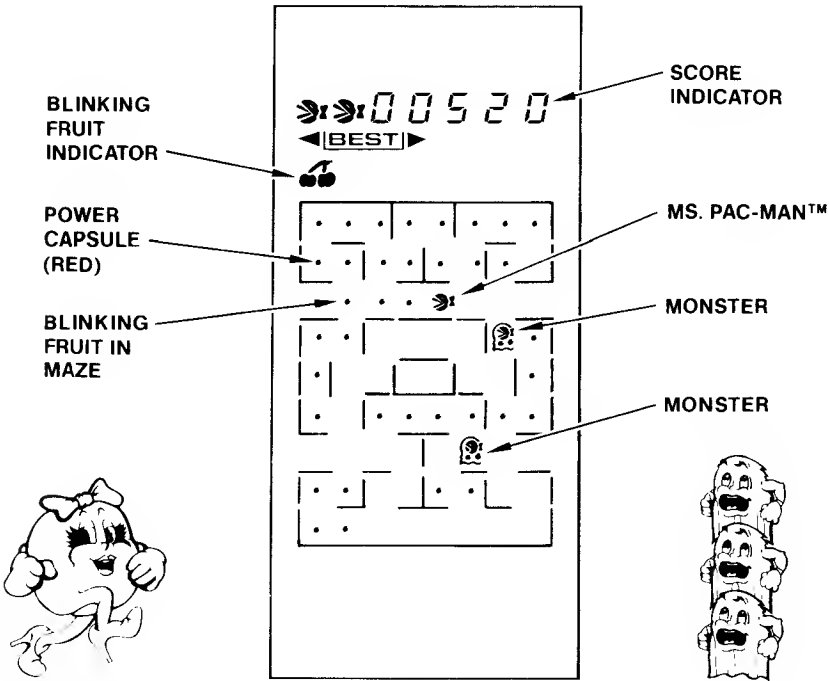
Use the Escape Tunnel exits at the sides of the maze to avoid the chasing monsters. Ms. Pac-Man™ can exit from one side of the maze and enter on the other. But so can the monsters!

STEP 5: Revenge is sweet.

Ms. Pac-Man™ can turn the tables on the monsters. By eating any of the four red Power Capsules, she acquires a few seconds of energy to catch and eliminate **them!** But be careful. When Ms. Pac-Man's™ energized time ends, she has to avoid the monsters just as before.

STEP 6: Extra, extra.

Shortly after Ms. Pac-Man™ has eaten a Power Capsule, a bonus blinking fruit (dot) appears in the maze. If Ms. Pac-Man™ eats the fruit before it disappears, you earn bonus points.



The game ends when your last Ms. Pac-Man™ is eliminated. To select another MS. PAC-MAN™ game, push the right-hand control stick to the left. Or, press it to down to try a two-player game.

SCORING

OBJECT EATEN BY MS. PAC-MAN™		POINTS
Dot		10
Power Capsule		50
1st Monster	Eaten during a single energized period	100
2nd Monster		200
3rd Monster		400
4th Monster		800

Ms. Pac-Man™ earns bonus points each time she eats a fruit. Points scored for eating a fruit are as follows:

MAZE	POINTS
1	100
2	200
3	400
4 & Up	800

You get three Ms. Pac-Man™ characters at the start of each game and can win a bonus Ms. Pac-Man™ when your score reaches 10,000 points.

HEAD-TO-HEAD™ MS. PAC-MAN™ (2 Players)

STEP-BY-STEP INSTRUCTIONS

STEP 1: Beginning to play.

Turn the game on by moving the Skill 1 / Off / Skill 2 switch to either Skill 1 or Skill 2. Skill 1 is the easier game. Next, press the right hand control stick down to start Head-to-Head™ MS. PAC-MAN™.

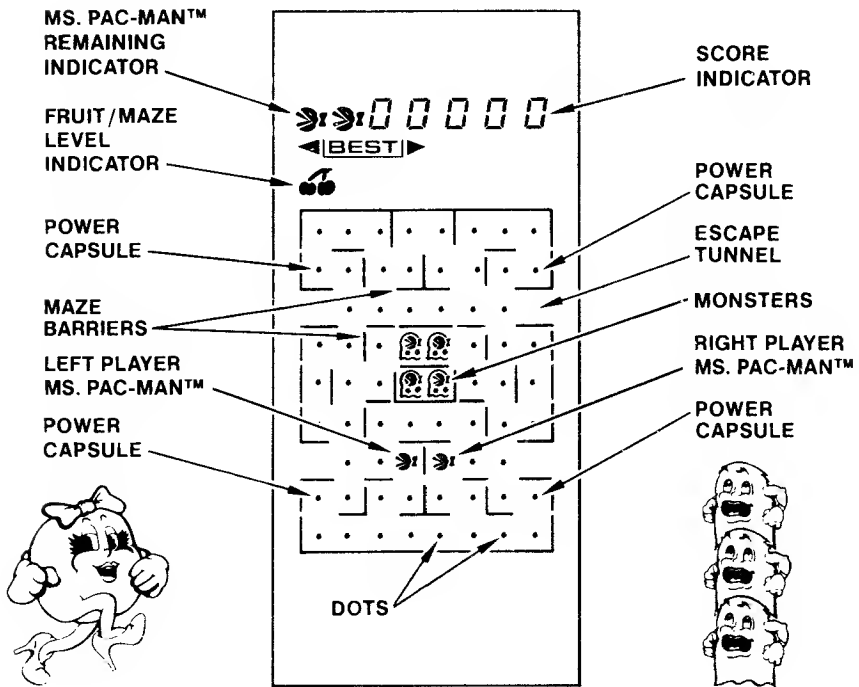
STEP 2: Cut-throat.

Each player has a Ms. Pac-Man™ on the display. Left player uses the left-hand control stick to move the Ms. Pac-Man™ that starts on the left side of the maze. Right player uses the right-hand control stick to move the Ms. Pac-Man™ that starts on the right side of the maze.

STEP 3: Anything you can do, I can do...

Just like in one-player MS.PAC-MAN™, both Ms. Pac-Man™ characters eat dots as they go. When one Ms. Pac-Man™ eats a power capsule, *both* Ms. Pac-Man™ characters become energized and can eliminate monsters.

DISPLAY FOR HEAD TO HEAD MS. PAC-MAN™



STEP 4: Then there was one.

When one Ms. Pac-Man™ is eaten by a monster, the round continues until the other Ms. Pac-Man™ is eaten. Then both new Ms. Pac-Man™ characters begin at their starting positions.

STEP 5: And then there were none.

As in Ms. PAC-MAN™, each player has three Ms. Pac-Man™ characters at game start. The game ends when both players have used all their Ms. Pac-Man™ characters.

To select another HEAD-TO-HEAD™ MS. PAC-MAN™ game, push the right-hand control stick down.

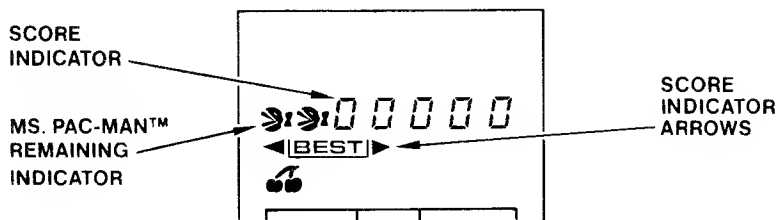
SCORING

Points earned for eating dots, power capsules and fruits and for eliminating monsters are the same as in regular MS. PAC-MAN™.

The score display shows the DIFFERENCE between the two players' scores. A Score Indicator Arrow points toward the player with more points.

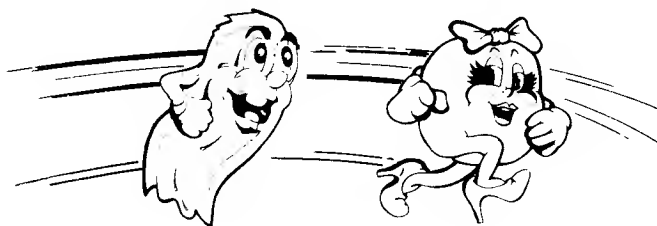
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In case of a tie, BOTH arrows light and the Score Display reads "00000."



THE FUN OF DISCOVERY

This instruction booklet will provide all the basic information you need to get started playing MS. PAC-MAN™, but it is only the beginning! You'll find that this tabletop game is full of special features to make MS. PAC-MAN™ exciting every time you play. Experiment with different techniques — and enjoy the game!



SPECIAL INFORMATION

1. **TO AVOID BATTERY DRAIN**, always be sure game is **turned off** when not in use.
2. **IF GAME FAILS TO OPERATE** after prolonged play, your batteries are probably worn out or dead. Replace with **fresh "C" cell alkaline batteries**.
3. **DO NOT ATTEMPT TO OPEN GAME**. This game does not contain any serviceable parts.

CARE OF YOUR GAME

• TREAT YOUR GAME WITH CARE • DO NOT DROP OR BANG ON GAME • DO NOT BANG OR FORCE CONTROL BUTTONS. • KEEP GAME AWAY FROM HEAT AND MOISTURE. • DO NOT STORE OR LEAVE GAME IN AUTOMOBILE WHERE IT MAY BE SUBJECT TO HEAT BUILD-UP

**PLEASE RETAIN THIS GUIDE
AND ALL LITERATURE FOR FUTURE REFERENCE**

NOTICE

This game generates and uses radio frequency energy and if not installed and used properly, that is in strict accordance with the instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this game does cause interference to radio or television reception, which can be determined by turning the game off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient the receiving antenna.

Relocate the game with respect to the receiver.

Move the game away from the receiver.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

“How to Identify and Resolve Radio TV Interference Problems”.

This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

LIMITED WARRANTY

Coleco warrants to the original purchaser only, each Game against factory defect in material and workmanship for 90 days from the date of purchase.

If your Game fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid, together with your check or money order for \$5.00 for handling and inspection, and your **name, address, proof of the date of purchase and a brief description of the problem**, to the Factory Service Station as listed. If your unit is found to be factory defective during the first 90 days, it will be repaired or replaced at no additional cost to you. If the unit is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

SERVICE POLICY

If your game requires service after expiration of the 90 day Limited Warranty period, Coleco will service the game and put it in working condition or replace it with a reconditioned model (at our option), on receipt of your game, postage prepaid, with your check in the amount of \$15.00. Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the unit and Coleco shall not be obligated to service any game after 1 year from the date of purchase.

All returns must be directed to: **Coleco Industries, Inc.**
Customer Service Department
35 Willow St., Bldg. # 5
Amsterdam, New York 12010

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at an authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages, (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you). This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

This warranty does not cover any claim concerning worn out or defective batteries.

This warranty gives you specific legal rights, and you may have other rights which vary from state to state.

MS. PAC-MAN™
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